



Company Commanders Course, Phase I

MODULE 3
What a Leader Must Be

Enabling Learning Objective

Participants will learn what a leader needs to be: Be-Know-Do, and what that means to them as future Commanders.

Module Schedule

- 10 MINUTES
- 2 minutes: BE
- 2 minutes: Know
- 2 minutes: Do
- 1 minute: Review

BE-KNOW-DO

- BE: Leaders must have strong Characters!
- KNOW: A leader must know their job and be Competent
- DO: Leaders must be decisive and take Action

BE

- Inner Strength
- Know what is right
- Gives you the courage to do what is right
- Demonstrated through behavior
- Living the Values-On and Off Duty

BE: Walking the Walk

- Understanding
- Developing
- Living

LEAD BY EXAMPLE!!!

KNOW

- Knowledge
- Four Skill Domains
 - Inter-personal
 - Conceptual
 - Technical
 - Tactical

KNOW: Improvement

- Education
- Training
- Striving
- Doing is Learning



Learn from mistakes!

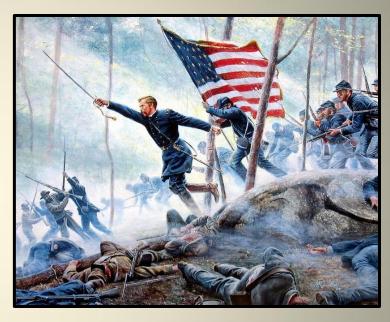
DO

- Influence
- Operate
- Improve
- TRAIN, TRAIN, TRAIN!



DO: Apply knowledge

- Make decisions
- Take Action
- Lead



Chamberlain's Example

Module Review

What must a Leader Be?

What must a Leader know?

What must a Leader do?

